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In the claims:

Please amend the claims as follows:

1. (previously amended): A method for producing a streaming multimedia document,
the method comprising:

encapsulating within a single file at least two objects, each object including data for the object and choreography information, the choreography information being defined by a document author and comprising data defining an explicit relationship between the objects within a multimedia document to dictate a temporal order of presentation between the objects; and

6 downloading the multimedia document to enable an ordered display of the objects by a recipient based on the temporal order defined by the document author and unaffected by an input of the recipient, the ordered display being independent of a bandwidth of a communications channel used to send the multimedia document.

2. (previously amended): The method of claim 1, further comprising changing at least one of the objects in the file.

3. (previously amended): The method of claim 1, further comprising adding at least one object to the file.

4. (previously amended): The method of claim 1 wherein the file is displayed in a window on a computer display, the method further comprising:

creating an exclusionary area within the window; and

locating an object within the exclusionary area, the object being selected from a group of objects including a framed image, a slide show, framed text, sound data, a separator, or a hyperlink.

5. (previously amended): The method of claim 1 wherein the file includes splash image data defining a splash image, the method further comprising locating the splash image data

within the file such that the splash image is displayed on a computer display as the splash image data is received by a receiver coupled to the computer display.

6. (previously amended): The method of claim 5, further comprising locating update splash data that further defines the splash image within the file such that the splash image is updated on the computer display as the receiver receives the update splash data.

7. (original): The method of claim 1, further comprising providing each object with an address indicating a player that plays the object.

8. (previously amended): The method of claim 1, further comprising compressing the data for the object in at least one object.

9. (previously amended): The method of claim 1 further comprising:
creating an unknown object in the file; and
locating player data within the unknown object defining a player that plays the unknown object.

10. (previously amended): A computer system having a memory storing a file structure, the file structure comprising:

at least two objects encapsulated within a single file, each object including data for the object and choreography information, the choreography information being defined by a document author and comprising data defining an explicit relationship between the objects within a multimedia document to dictate a temporal order of presentation between the objects; and

the file structure enabling an ordered display of the objects by a recipient upon downloading of the multimedia document, the ordered display being based on the temporal order defined by the document author and unaffected by an input of the recipient, and the ordered display being independent of a bandwidth of a communications channel used to send the multimedia document.

11. (previously amended): The computer system of claim 10 wherein at least one object comprises one of a textual file format, an image file format, and a sound file format.

12. (cancelled).

13. (previously amended): The computer system of claim 10 wherein two or more objects have at least one common attribute, including at least one of a command for perception of the object, an ability to pass and receive a message, and an ability to supply and retrieve the data embodied in the object.

14. (previously amended): The computer system of claim 10 wherein at least one object is a generic element of a hierarchical data file structure, such that any combination of objects can be grouped together to form a part of the multimedia document.

15. (previously amended): The computer system of claim 10 wherein the document forms a code segment that receives image information; and wherein the image information is used to construct an image frame for a framed image that is part of the multimedia document.

16. (previously amended): The computer system of claim 15 wherein the framed image has an image data format; and wherein a decoder determines the image data format and encapsulates the framed image with the image frame.

17-30. (cancelled).

31. (currently amended) The method of claim ~~10~~ 1, wherein the choreography information further comprises:

a header;

an object archive for storing information about one or more objects, the object archive including information about the relationship of the object file with the document; and

a multiplex section including data for the objects in the document.

32. (previously amended): The method of claim 31, wherein the objects in the multiplex section are each played by a player as the multiplexed object is received by a receiver.

33. (previously amended): The method of claim 31, wherein the data for the objects is interleaved in the multiplex section.

34. (previously amended): The method of claim 31, wherein the object archive includes data defining a geometry of the document.

35. (previously amended): The method of claim 31, wherein one or more objects is defined by at least one data slice; and wherein the multiplex section further includes:
an object number counter indicating the number of objects;
a plurality of object descriptions, each object description describing a corresponding one of the objects; and
a choreography group providing information about a first group of objects.

36. (previously amended): The method of claim 35, wherein the choreography group further comprises:
a group object counter indicating the number of objects in the choreography group;
size and type data for each object;
header data; and
the data slices of the objects interleaved together.

37. (previously amended): The method of claim 35, wherein the choreography group includes data slices of the objects interleaved in a predetermined manner.

38. (previously added): The method of claim 35, further comprising providing a first player pointer including an address of a player that plays the choreography group.

39. (previously amended): The method of claim 35, further comprising placing one or more slice size data blocks before one or more of the interleaved data slices, each slice size data block corresponding to a data slice and providing a size of the corresponding data slice.

40. (previously amended): The method of claim 31, further comprising a non-multiplex section following the multiplex section, the non-multiplex section including one or more separate objects that are not played by a player as the separate object files are received by a receiver.

41. (previously amended): The computer system of claim 10, wherein the choreography information further comprises:

- a header;
- an object archive for storing information about one or more objects, the object archive including information about the relationship of the object file with the document; and
- a multiplex section including data for the objects in the document.

42. (previously amended): The computer system of claim 41, wherein the objects in the multiplex section are each played by a player as the multiplexed object is received by a receiver.

43. (previously amended): The computer system of claim 41, wherein the data for the objects is interleaved in the multiplex section.

44. (previously amended): The computer system of claim 41, wherein the object archive includes data defining a geometry of the document.

45. (previously amended): The computer system of claim 41, wherein one or more objects is defined by at least one data slice, and wherein the multiplex section further includes:

- an object number counter indicating the number of objects;
- a plurality of object descriptions, each object description describing a corresponding one of the objects; and

a choreography group providing information about a first group of objects.

46. (previously amended): The computer system of claim 45, wherein the choreography group further comprises:

a group object counter indicating the number of objects in the choreography group;
size and type data for each object;
header data; and
the data slices of the objects interleaved together.

47. (previously amended): The computer system of claim 45, wherein the choreography group includes data slices of the objects interleaved in a predetermined manner.

48. (previously added): The computer system of claim 45, further comprising providing a first player pointer including an address of a player that plays the choreography group.

49. (previously amended): The computer system of claim 45, further comprising placing one or more slice size data blocks before one or more of the interleaved data slices, each slice size data block corresponding to a data slice and providing a size of the corresponding data slice.

50. (previously amended): The computer system of claim 41, further comprising a non-multiplex section following the multiplex section, the non-multiplex section including one or more separate objects that are not played by a player as the separate object files are received by a receiver.

51-62. (cancelled).

63. (previously added): The method of claim 1 in which the ordered display is independent of a recipient software program used to render the objects.

64. (previously added): The method of claim 63 wherein the recipient software comprises a browser, and wherein the ordered display is independent of the browser.

65. (previously added): The computer system of claim 10 in which the ordered display is independent of a recipient software program used to render the objects.

66. (previously added): The computer system of claim 65 wherein the recipient software comprises a browser, and wherein the ordered display is independent of the browser.

67. (currently amended): A method for ~~producing~~ a streaming a multimedia document, the method comprising:

encapsulating within a single file at least two objects, each object including data for the object and choreography information;

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defining the choreography information to include an explicit relationship ~~between the objects~~ of the object to one or more other objects encapsulated within the file to dictate a temporal order of presentation between the objects, wherein the explicit relationship is defined by the document author; and

downloading the multimedia document to enable an ordered display of the objects by a recipient based on the temporal order defined by the document author, wherein the ordered display is unaffected by an input of the recipient.

68. (previously added): The method of claim 67 wherein the ordered display is unaffected by a bandwidth of a communications channel used to send the multimedia document.

69. (cancelled)

70. (previously added): The method of claim 67 in which the ordered display is independent of a recipient software program used to render the objects.

71. (currently amended): The method of claim ~~66~~ 67 wherein the recipient software comprises a browser, and wherein the ordered display is independent of the browser.

72. (previously added): The method of claim 67 wherein the document comprises an HTML page having embedded objects.

73. (currently amended): A computer program for ~~producing a~~ streaming a multimedia document, the computer program comprising instructions for:

encapsulating within a single file at least two objects, each object including data for the object and choreography information;

defining the choreography information to include an explicit relationship between the objects of the object to one or more other objects encapsulated within the file to dictate a temporal order of presentation between the objects, wherein the explicit relationship is defined by the document author; and

downloading the multimedia document to enable an ordered display of the objects by a recipient based on the temporal order defined by the document author, wherein the ordered display is unaffected by an input of the recipient.

74. (previously added): The computer program of claim 73 wherein the ordered display is unaffected by a bandwidth of a communications channel used to send the multimedia document.

75. (cancelled)

76. (previously added): The computer program of claim 73 in which the ordered display is independent of a recipient software program used to render the objects.

77. (previously added): The computer program of claim 76 wherein the recipient software comprises a browser, and wherein the ordered display is independent of the browser.

78. (previously added): The computer program of claim 73 wherein the document comprises an HTML page having embedded objects.

79. (currently amended): A system for ~~producing a streaming a~~ multimedia document comprising:

means for encapsulating within a single file at least two objects, each object including data for the object and choreography information;

means for defining the choreography information to include an explicit relationship ~~between the objects~~ of the object to one or more other objects encapsulated within the file to dictate a temporal order of presentation between the objects, wherein the explicit relationship is defined by the document author; and

means for downloading the multimedia document to enable an ordered display of the objects by a recipient based on the temporal order defined by the document author wherein the ordered display is unaffected by an input of the recipient.

80. (previously added): The system of claim 79 wherein the ordered display is unaffected by a bandwidth of a communications channel used to send the multimedia document.

81. (cancelled)

82. (previously added): The system of claim 79 in which the ordered display is independent of a recipient software program used to render the objects.

83. (currently amended): The system of claim ~~78~~ 79 wherein the recipient software comprises a browser, and wherein the ordered display is independent of the browser.

84. (previously added): The system of claim 79 wherein the document comprises an HTML page having embedded objects.

85. (new): The method of claim 1 wherein the temporal order is configured to enable display of a subsequently sent object prior to a previously sent object.

86. (new): The method of claim 1 wherein the temporal order is independent of an order in which an object is sent.

87. (new): The method of claim 1 wherein the data defining the explicit relationship between the objects within the multimedia document to dictate the temporal order of presentation between the objects comprises data defining the explicit relationship between the objects within the multimedia document to dictate the temporal order of presentation between the objects independent of an order of object transmission.

88. (new): The computer system of claim 10 wherein the temporal order is configured to enable display of a subsequently sent object prior to a previously sent object.

89. (new): The computer system of claim 10 wherein the temporal order is independent of an order in which an object is sent.

90. (new): The computer system of claim 10 wherein the data defining the explicit relationship between the objects within the multimedia document to dictate the temporal order of presentation between the objects comprises data defining the explicit relationship between the objects within the multimedia document to dictate the temporal order of presentation between the objects independent of an order of object transmission.

91. (new): The method of claim 67 wherein the temporal order is configured to enable display of a subsequently sent object prior to a previously sent object.

92. (new): The method of claim 67 wherein the temporal order is independent of an order in which an object is sent.

93. (new): The method of claim 67 wherein defining the choreography information comprises defining the choreography information to include the explicit relationship of the objects to one or more other objects encapsulated within the file to dictate the temporal order of presentation between the objects independent of an order of object transmission.

94. (new): The computer program of claim 73 wherein the temporal order is configured to enable display of a subsequently sent object prior to a previously sent object.

95. (new): The computer program of claim 73 wherein the temporal order is independent of an order in which an object is sent.

96. (new): The computer program of claim 73 wherein defining the choreography information comprises defining the choreography information to include the explicit relationship of the objects to one or more other objects encapsulated within the file to dictate the temporal order of presentation between the objects independent of an order of object transmission.

97. (new): The system of claim 79 wherein the temporal order is configured to enable display of a subsequently sent object prior to a previously sent object.

98. (new): The system of claim 79 wherein the temporal order is independent of an order in which an object is sent.

99. (new): The system of claim 79 wherein means for defining the choreography information comprises means for defining the choreography information to include the explicit relationship of the objects to one or more other objects encapsulated within the file to dictate the temporal order of presentation between the objects independent of an order of object transmission.